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PRE-PAID GAME OF SKILL, WITH DEVICE FOR DELIVERING TOKENS
[JEU D'ADRESSE A PRE-PAYEMENT, AVEC DISPOSITIF POUR LA DELIVRANCE DE
JETONS]

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A pre-paid game of skill, with a device for delivering tokens

Description of FR802083

Prepaid games of skill in which a device delivers, following the introduction of a coin, a token that must be projected by the player in such a way that this token reaches a predetermined target. Then the player receives as a prize a token having a certain value.

In the game of skill that is the object of the present invention, the player must project, with the throwing device, the token delivers following the insertion of the coin, in such a way that this token falls into a winning hole. When the player achieves this result, the game device automatically delivers, as a prize, one or more tokens, for example three tokens, that permit an article of a value corresponding to that of the tokens to be delivered to the player. If the player misses the target, that is, the winning hole, the token ordinarily remains in the game cabinet. The player feels, after using the game of skill, a greater temptation to purchase merchandise.

In accordance with the invention, the delivery of the tokens from their magazine takes place positively at the time of the insertion of a coin into the money insertion channel.

The device for receiving coins and for their advancement is, in fact, positively connected to the token delivery device so that at the time of operating the device for receiving the money and for the advancement thereof, that is, preferably at the time of operating the coin pusher after introducing an appropriate coin into the coin insertion opening, the distributor delivers a token from the token

magazine.

In accordance with the invention, the prize slot, that serves for collecting the tokens that have not been projected into the winning hole by the player, is connected to a too-full channel into which arrive, to be collected the tokens that have not been projected into the winning hole, when the prize channel is full. These tokens are delivered simultaneously with the tokens of the prize channel.

The device can also be organized in such a way that tokens arriving in the too-full channel are not held there for storage, by the pass through this channel by rolling in order to be delivered to the player. In this case the player receives, when the prize channel is already filled, a token, even when the token that he has projected has missed the winning hole.

The object of the present invention is again the organization and control of the locking of the star wheel that blocks the discharge opening of the prize channel in which the tokens that constitute the player's prize are stored, and that have not been projected into the winning hole.

An embodiment of the game of skill established in accordance with the invention is shown in the drawing schematically and only as an example.

Fig. 1 is a side view of the device, one part of the door closing the face in front of the game cabinet being assumed to be removed.

Fig. 2 shows the rear face of the assembly plate, with the elements that it supports, the plate mounted on the internal face of

the door.

The game of skill is located inside a cabinet or chest 1, the front wall of which consists of a door 2 having an opening, door on the internal face of which is attached, by means of screw A, a plate 3 that supports all the parts of the internal organization of the game. The device of throwing the token is located on the assembly plate 3, a device that, in the embodiment shown on the drawing, consists of a throwing lever 5 (fig 1) capable of pivoting on an axis 6 of the plate 3, and which is tightened by means of a spring 7 operating by pulling.

The lever 5 bears a spur 8 that projects to the exterior, via the door 2, a spur thanks to which the above-mentioned lever can be lowered, in spite of the action of its spring 7, in order to quickly return upwards, after its release and in order to project upwards the token that is found on its free end.

Compartments <1> a, b, c, d, </1> e, formed by several parallel bars, are found on the front face of the assembly plate 3 and the upper part of this plate. If the token projected upward by the lever 5 falls into one of the compartments a to e, this token rolls along the guide rail <1>i</1> in order to fall into the channel <1>n</1> and return, by the intermediary of the opening 23, on the end of the throwing lever in order to be again projected upward. The compartments a to e are intended to facilitate the player to learn to throw correctly.

The winning hole G into which the player has to project the token

in order to win a prize is located at the left of the compartment. A loss opening **V** delivering passage to the channels $\langle 1 \rangle n (/1 \rangle$ and $\langle 1 m \langle /1 \rangle$ constituted by the rails is found at the left of the hole **G**.

The tokens that arrive in the channel **m**, by the intermediary of the opening **V**, roll into the channel **p** in which the tokens representing the tokens are stored. If the channels **p** and **m** are provided with tokens, the following tokens, brought by the opening **V**, roll into the overflow channel **n** (Fig. 1). The discharge opening of channel **p** is closed by a rotary star wheel **g**. The token that occupies the lowest position of the row of tokens that is found in the channel is found in the channel penetrates a vacancy in the star wheel and is retained in the channel will all of the row of tokens (Fig. 1). A locking catch **10** pivoting on an axis **11** cooperates with the star wheel **g**. The end **22** of the catch, arranged to assure locking, is placed in front of the star wheel serving as a locking wheel, and holds the latter in a resting position. The axis **t s** of the catch can pivot in the assembly plate **3** and bears, at its end crossing the rear face of said plate, a bent lever **12** that is tightened by means of a tensioning spring **13** (Fig. 2).

On the back wall of a guiding well **21** provided for the tokens there is a two-armed lever **14** pivoting on a shaft **15**, a lever that is held, under the action of a spring **16**, in the position in which its upper end is pressed against a spur **17**. Lever **14** is provided with a projection forming a flange **18** on which a projection $\langle B \rangle 19 \langle /B \rangle$ of the

bent lever 12 rests, in such a way that the spring 14 cannot make the above-mentioned lever pivot in the direction indicated by the arrow. The lower end of the lever 14 bears a flange spur 20 that penetrates the guiding well 21 reserved for the tokens. A token introduced by the intermediary of the winning hole G in to the guiding well and rolling into the well in question, falls onto the flange spur 20 of the lever 14 and causes the rotation of said lever to the lever toward the c 0 't', 9 of the lever i fm, which makes said lever 19 lose its support point and pivot under the action of this spring 13, in the direction of the arrow (Fig. 2). Following this rotation, shaft 11, that bears the lever 12, turns with the locking catch i o in the direction of the arrow (Fig. 1) and the locking end 9 2 of the catch releases the star wheel. Then the latter pivots under the action of the tokens that are found in the channel p and that descend by rolling into this channel, this rotation of the wheel being performed until the other end 2 9- o of the catch engages with a longer tooth of the star wheel. The number of vacancies that the star wheel presents is a multiple of the number of tokens having to be delivered at the time of winning.

If the number of tokens to be delivered is three, the star wheel can have nine vacancies, each group of three of which is located between two longer teeth. However, the delivery of three tokens can also be obtained by organizing the star wheel for delivering two tokens, this wheel then having two vacancies located between two longer teeth, the third token being the one that was used for playing.

A bent lever #_, 3 shown on a shaft 2 3 o on the internal face of the assembly plate 3, is positively connected with the bent lever 12. The end of the lower arm of the lever 23 has an engagement spur 24 that penetrates into the window 25 of the forked extremity of the lower arm of the lever 12. At the end of the lower arm of the lever 2 o there is a shaft 9-6 that crosses an opening 26o of the assembly plate 3 and that penetrates the channel n, in order to prevent the discharge of the tokens that are found in the channel in question.